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Dice wars heroes of polyhedra

Polyhedral dice games. Wiz dice dice wars heroes of polyhedra. Dice wars heroes of polyhedra rules.

Dice Wars: Heroes of Polyhedra is a fantasy wargame where players take on the roles of heroes fighting for control over the land of Polyhedra. The game features random army generation, hex-grid battlefield, unit movement, combat, and multiple victory conditions. Players deploy their units strategically, using diplomatic options to win. The game offers high-quality components, strategic depth, family-friendly gameplay, and fast-paced action lasting around 45 minutes. Components include giant polyhedral dice, unit cards, map tiles, HP cubes, hero cards, city and relic cards, and a quick reference guide. To set up the game, players choose their factions, roll for units, match dice to cards, and build the map. The player with the highest 20-sided die goes first. Gameplay involves random army generation, unit movement, combat, and multiple victory conditions. Players can win by defeating an opponent's hero, wiping out non-hero units, or capturing cities. The game offers diplomatic options and strategic deployment, making it a great introduction to the war and strategy genre. Pros include high-quality components, strategic depth, family-friendly gameplay, and fast-paced action. However, some players may find the magic mechanics frustrating, and the initial setup can be time-consuming for new players. Overall, Dice Wars: Heroes of Polyhedra is an excellent game that offers a great balance of randomness and strategy. The game is perfect for casual gamers, offering a rich gaming experience without requiring a significant time commitment. It's ideal for families and those who want to play with friends and family. Advanced players will appreciate the various victory conditions and challenges in the rulebook, while new players may find the initial setup and rules overwhelming at first but can ease into it using the quick reference guide. As a seasoned tabletop enthusiast, I've had the chance to dive into this game and experience its strategic chaos firsthand. The game offers an affordable alternative to popular titles like HeroScape, and is definitely worth the price despite some minor drawbacks. This game is ideal for introducing your family to hex-tile wargaming with a mystical dungeons and dragons theme, featuring races and magical powers. It's an affordable option that allows you to add intermediate and advanced rules without needing an expansion. Initially, I paid $30 on sale but would pay up to $40 for it. However, upon receiving the game, I noticed some issues: missing items in the returned box, rough edges on board pieces, and poor artwork on cards. The rulebook was also vague, making it difficult to figure out which cards went with what abilities. Despite these issues, Matthew B. gave this game a 5-star review, praising its fun gameplay, modular playing field, and random unit generation system. He noted that the game is well-suited for veterans of board games but can be overwhelming for newcomers due to its complexity and limited player capacity. Ultimately, it seems that this game has potential, but it may require some patience and familiarity with board games to fully appreciate its mechanics and replay value. I was initially fooled into thinking this game would be straightforward and brief, perfect for newcomers. Wrong! The game is surprisingly intricate, with numerous mechanics at play, making it easy to get lost in the complexity unless you're prepared for a substantial board gaming experience. While not as lengthy as Twilight Imperium, games can take 2-3 hours, and decision-making requires careful consideration. If you're a parent seeking a game for your young children, this might be more suited for later introduction. However, if everyone involved is familiar with board games, this is an excellent choice to add to your collection. ####